

Cleric

subclass homebrew for Dungeons & Dragons 5th Edition

Magic Domain

The Magic domain grants divine spellcasters prayers connected to the power of the Weave. Deities of the Magic domain include Azuth, Mystra, and Savras.

Magic Domain Spells

Cleric Level	Spells
1st	<i>detect magic, identify</i>
3rd	<i>Nystul's magic aura, silence</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>banishment, polymorph</i>
9th	<i>animate objects, scrying</i>

Bonus Cantrip

When you choose this domain at 1st level, you gain the *sacred flame* cantrip if you don't already know it.

Unarmored Defense: Tranquility

Beginning at 1st level, while you are wearing no armor, not wielding a shield, and not under the effect of a spell that sets AC (such as *barkskin* or *mage armor*), you gain a magical protective aura of tranquility. At the end of a long rest, while unarmored, you gain the effect of a *sanctuary* spell that lasts until the start of your next long rest (the spell can end early as normal). Additionally, while unarmored, whenever you must make a saving throw to resist a magical effect, you gain a bonus equal to your Wisdom modifier (with a minimum bonus of +1).

Channel Divinity: Metamagic

Starting at 2nd level, you can use your Channel Divinity to modify your spells as you cast them. You can use only one Metamagic option on a spell when you cast it.

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. Choose a number of creatures up to your Wisdom modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Empowered Spell

When you roll dice to restore hit points or cause damage with a spell, you can reroll a number of the dice up to your Wisdom modifier (minimum of one). You must use the new rolls.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours.

Expanded Metamagic

At 6th level, you gain the following additional Metamagic options:

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can double its range.

When you cast a spell that has a range of touch, you can change the range to 30 feet.

Quicken Spell

When you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting.

Divine Recovery

Starting at 6th level, you can regain some of your magical energy by sitting in meditation and praying to your deity. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level cleric, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Potent Cantrip

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Spell Mastery

At 17th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level cleric spell and a 2nd-level cleric spell that do not restore hit points. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in prayer, you can exchange one or both of the spells you chose for different spells of the same levels.